

CHARACTER NAME

WHAT I LOOK LIKE

MY CLASS

LEVEL

RACE		AGE		BACKGROUND		XP	
EYES		HAIR		HEIGHT		WEIGHT	
STRENGTH		DEXTERITY		CONSTITUTION			
BONUS	SAVE	BONUS	SAVE	BONUS	SAVE		
INTELLIGENCE		WISDOM		CHARISMA			
BONUS	SAVE	BONUS	SAVE	BONUS	SAVE		
PROFICIENCY		INSPIRATION		PASSIVE PERCEPTION			

- 1d20
- SKILLS
- ☐ \_\_ ACROBATICS: I'm good at tumbling, flipping, and rolling.
  - ☐ \_\_ ANIMAL HANDLING: Animals really like me
  - ☐ \_\_ ARCANA: I know about magic, spells, and weird things
  - ☐ \_\_ ATHLETICS: I'm good at running, jumping, and climbing
  - ☐ \_\_ DECEPTION: I'm good at lying and playing tricks on people
  - ☐ \_\_ HISTORY: I know about things that happened a long time ago
  - ☐ \_\_ INSIGHT: I know how people feel and can tell when they're lying
  - ☐ \_\_ INTIMIDATION: I'm good at scaring people!
  - ☐ \_\_ INVESTIGATION: I can find clues and secrets
  - ☐ \_\_ MEDICINE: I can help people when they're sick
  - ☐ \_\_ NATURE: I know all about plants and animals
  - ☐ \_\_ PERCEPTION: I'm good at finding and spotting things
  - ☐ \_\_ PERFORMANCE: I'm good at putting on a show!
  - ☐ \_\_ PERSUASION: I can get people to do what I want to do
  - ☐ \_\_ RELIGION: I know about the gods and prayers
  - ☐ \_\_ SLEIGHT OF HAND: I'm good at hiding things and taking things
  - ☐ \_\_ STEALTH: I'm good at hiding and staying quiet
  - ☐ \_\_ SURVIVAL: I can follow footprints and track animals

ARMOUR

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used

Total

DEATH SAVES

SUCCESSSES

FAILURES

NAME	ATK BONUS	DAMAGE
	1d20 +	
	1d20 +	
	1d20 +	
O O O O O O O O O O		
O O O O O O O O O O		
AMMUNITION		
OTHER COMBAT STUFF		

STUFF I CAN DO